

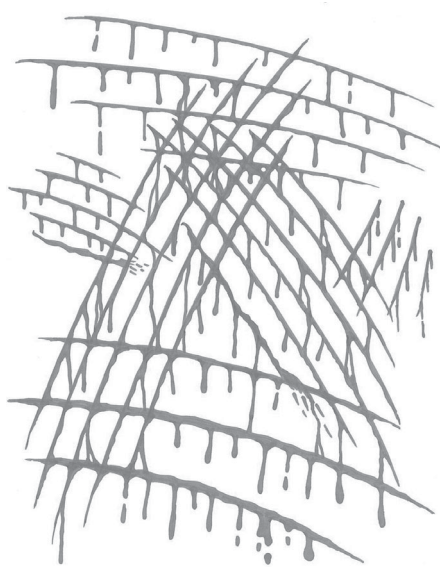
# CREATURES OF THE WASTELANDS: HABITATS

**MUTANT FUTURE**  
COMPATIBLE PRODUCT



*By Derek Holland and the Skirmisher Game Development Group*

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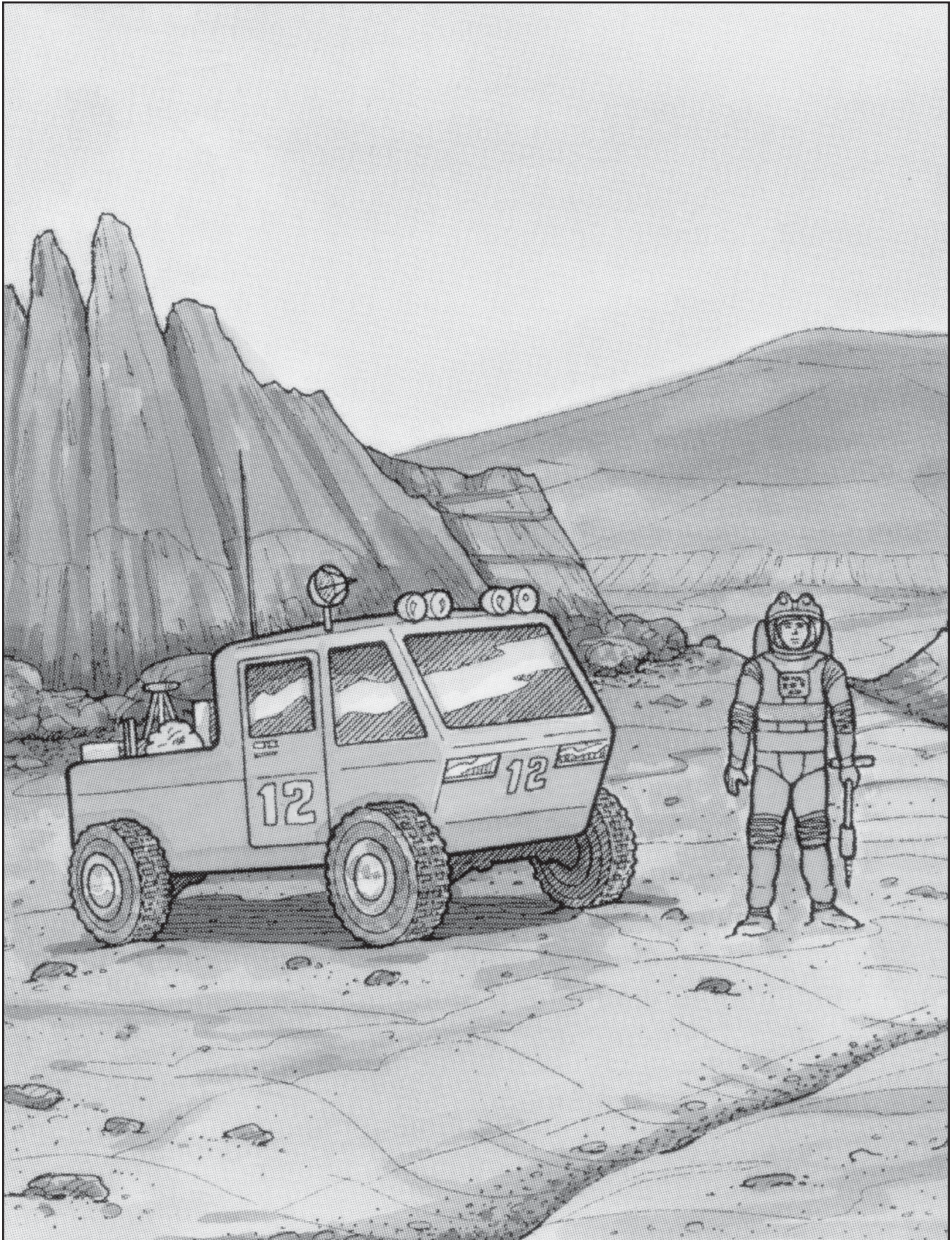
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## CREATURES OF THE WASTELANDS





**W**ith the dramatic changes wrought by the Elder People and the Cataclysm, many new kinds of places have appeared. Life being what it is, most of these locations have since been colonized by a variety of mutant and non-mutant life forms. This publication is devoted to some of these possible locations and how they can be used in Goblinoid Games' *Mutant Future* post-apocalyptic role-playing game.

Following each of the 44 described locations is a list of up to four creatures each from three different books, the *Mutant Future* core rulebook, and Skirmisher Publishing LLC's *Creatures of the Wastelands* and *Creatures of the Wastelands: Mutational Evolution*, both licensed supplements to *Mutant Future*.

Note that "Elder People" means those humans that lived before the Cataclysm and "people" means any intelligent race, human or other.

**Air Falls** are the result of very odd mutants or artifacts. They are places where the air is always falling to the ground. This generally has a negative impact on the weather, as fronts are blocked from passing through. The results are little plains with central deserts. Creatures adapted to such conditions may be trapped and even go extinct if the fall moves or is shut off.

*Mutant Future*: Brain Plant, Death Bird, Burrow Tuber, Leech Rabbit  
*Creatures of the Wastelands*: Antlion; Bee, Stone; Bloody Lion; Grainstealer  
*Mutational Evolution*: Toadstool, Lizard, Desert Nettle, Bugsnare

**Air Vents** are found here and there all over the planet. They lead to vaults or machinery that have been buried. There are three kinds of air vents – dead, in, and out. Dead vents are effectively caves, as the machines no longer move the air within them. In and out is the direction where active vents draw or send the air. In vents are usually treated as hazards and few things live near them. Out vents can be a boon or a curse. If it is warm air, the vent is usually colonized by plants that

want to stay green through the winter. If it is polluted air, the surrounding area may be a wasteland.

*Mutant Future*, *Creatures of the Wastelands*, and *Mutational Evolution*: Variable, as it depends on original terrain, climate, and type of vent.

**Artificial Volcanoes** were created by the Elder People or robots looking for a long-term power supply. They tend to be small because of the thickness of the crust at that point. Those created near natural volcanos, where the crust is thinner, may



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reach normal sizes. Many are surrounded by boiling oases (see below), and all have a major impact on the plant and animal life that live around them. The largest have an effect that can be seen from space – the leaf color and plant texture is different from the surrounding lands.

*Mutant Future*: Ant, Giant; Chitterling; Magma Plant; Suidoid

*Creatures of the Wastelands*: Killer Moss, Living Rain (version 2), Magma Worm, Rocket Plant

*Mutational Evolution*: Lasher, Pebble, Feather Shrub

**Bedrock Termite Nests** can reach as deep as 10 miles. Some mutant termites are just as small as their unmutated kin, while some can get quite large. In all nests there are other creatures that survive by eating the termites and each other. Humans that try to escape the horrors of the surface world find little comfort here and have to guard

against most of the other creatures found in such places, including the termites.

*Mutant Future*: Ant Horror, Brain Lasher, Carcass Scavenger, Fungoid  
*Creatures of the Wastelands*: Flash Jelly, Mole Bear, Reincarnation Slime, Ruin Worm

*Mutational Evolution*: Stone Crusher, Stonecracker, Mine Layer

**A Boiling Oasis** exists near volcanoes or other places where magma is near the surface. Some aquatic mutants can survive the heat and are stranded in their little pools. Most oases can be identified by the creatures that live in them.

*Mutant Future*: Burn Leech, Fishmen, Mansquito, Night Globe

*Creatures of the Wastelands*: Grey Pudding, Gunk Child, Huel, Skeletal Tar

*Mutational Evolution*: Oven Tree Parasite, Desert Nettle

**A Boulder Oasis** is where the Elder People placed many huge stones in the ground as a foundation for some bizarre structure. It can be very deep and the spaces between the stones can be home to cave dwellers or people trying to escape the surface. In either case, there is water at the bottom where the oasis taps the water table or an underground river.

*Mutant Future*, *Creatures of the Wastelands*, *Mutational Evolution*: see Braced Canyon list below

**Braced Canyons** are another form of foundation. They have flattened beams and round rods that keep the canyon from collapsing. As there are few platforms, not much lives in the



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upper portions. Many cave species may call the bottom home, depending on the amount of light and water.

*Mutant Future:* Ant, Giant; Apemen; Feeder; Mant

*Creatures of the Wastelands:* Sliver Sheet, Slimedweller, Splat, Vine Spinner

*Mutational Evolution:* Bloodsucker, Mine Layer

**Ceramic Towers** are created by massive termites. They use heat to turn mud into the resulting ceramic. Like dauber nests (see below), they can have many creatures and plants that live on and in them. Humans that have tried to claim the towers for their own usually end up roasted and fed to the fungal farms.

*Mutant Future:* Ant Horror, Cockroachoid, Gamma Sloth, Morlock



*Creatures of the Wastelands:* Air Screw, Blood Crow, Body Parts, Elder Stone

*Mutational Evolution:* Feather Shrub, Pebble

**Crashed Starships** can be human or alien in origin. They are usually very large, much bigger than an aircraft carrier. They can be the source of alien life that is just starting to colonize Earth or have gene banks with species that went extinct in the Cataclysm. Those of Earthly origin are usually colonized by people and some are large enough to serve as cities. Unlike many of the other habitats listed here, crashed starships can arrive at any time and be the core of a campaign.

*Mutant Future, Creatures of the Wastelands, and Mutational Evolution:* Any creature may be found aboard or starting to colonize the surrounding lands if they can survive the weather and natives. A crashed starship may even be the source of creatures found in any of the books.

**Crystal Vats** are massive geodes that have come to the surface and broken as a form of sinkhole. Anything dropping into one will take 50% more falling damage due to the sharp edges of the crystals. Bats and other cave dwellers colonize such places. If there is enough sun and water, some plants may be found at the very bottom.

*Mutant Future:* Ape, Albino; Carcass Scavenger; Screech Bush; Spidergoat  
*Creatures of the Wastelands:* Annual Tree, Ceiling Walker, Crusty Bunny, Flow Wood

*Mutational Evolution:* Stonecracker



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**Dauber Nests** are created by massive wasps. They prefer skyscrapers over trees and cause the collapse of many Elder People ruins by adding many tons of soil to their upper stories. While they still stand, they are used by small fliers – and their predators and parasites – as a place to roost or nest.

*Mutant Future:* Eye, Insectoid; Hemofowl; Burn Leech; Vomit Fly  
*Creatures of the Wastelands:* Floater; Ghost Bat; Leaf Swarm; Phorid Fly, Giant  
*Mutational Evolution:* Many within the Giant Yellowjacket family, Kite Nettle

**Deep Ponds** are created by puddle worms and similar creatures. On average, they are 50' deep for every 10' in diameter. Those more than 100' in diameter are Deep Lakes. Both provide refuge for aquatic species that prefer the lightless depths. Fishing them may provide food or a nasty death by one of the larger predators.

*Mutant Future:* Crab, Giant; Kelper; Lobstrocity; Shark  
*Creatures of the Wastelands:* Bloater Crab; Crinoid; Mosquito, Great; Mud Eater  
*Mutational Evolution:* Lake Wasp

**Desert Vaults** are occasionally flooded by underground rivers placed by the Elder People. There is little to eat and little or no access to light. What is found here "hibernates" until food comes to it. Occasionally, geovores – creatures that eat stone – are found consuming the concrete walls, making the flooding worse. In general, only those vaults with some source of



water will make acceptable habitats to those few cave dwellers that exist in them, but dry vaults might make very serviceable storage areas.

*Mutant Future:* Carcass Scavenger, Fungoid, Grey Worm  
*Creatures of the Wastelands:* Elder Stone, Ruin Worm, Ripper  
*Mutational Evolution:* Stonecracker

**Digital Doors** are artifacts that turned objects and living creatures into information and then returned them to normal when they exited. Some were used for transportation but most were places to visit. Anything or anyplace could be found in a digital door. Some altered the people and objects within so that they were different when they left. Many were used for storage and contained square miles of goods held within a ring of metal and plastic. Some were cities in their own right. Of those found shut off, if power

is returned, then access to what was within is granted. Some were damaged and the memory banks may have caused mutation – or much worse – to those within them. Depending on its function and power supply, a crashed starship (see above) may have digital doors to increase the living and cargo storage space.

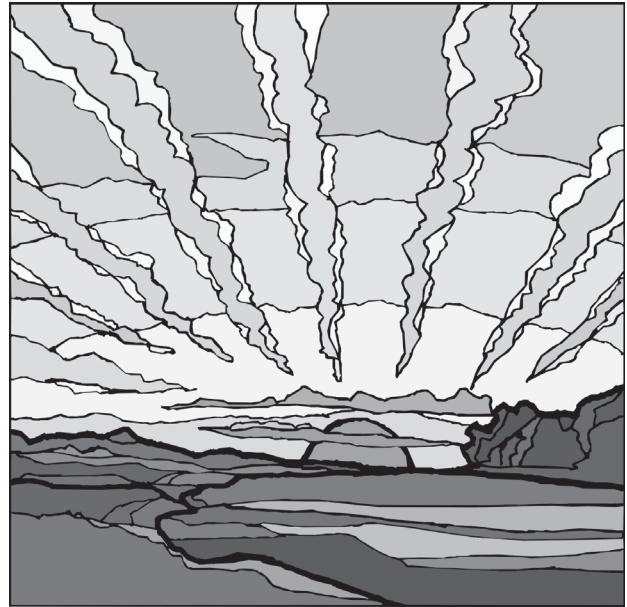
*Mutant Future, Creatures of the Wastelands, and Mutational Evolution:* any creature may be found within a digital door.

**Domed Shields** – also known as Force Fields – are protected places. Almost all are military bases or research labs. As they do not allow rain in, there is little or no plant life and what mutants exist generally have the ability to move through the force field with little or no effort.

*Mutant Future:* Androids, Robots  
*Creatures of the Wastelands:* Dust Bunny  
*Mutational Evolution:* None

**Ephemeral Lakes/Seas** are places where the temperature is extremely hot and rain only falls once per year. The torrents of rain scour the land and fill valleys, forming lakes that will have dried by the time the next rains arrive. Very little survives the rain but, after it ends, seeds in the mud bloom and grow at an astounding rate because of the heat. The area becomes vibrant and alive, at least until the water evaporates. Animals are strictly nomadic or have a cyst stage that allows them to survive the rain and drought.

*Mutant Future:* Flame Plant, Magma



Plant, Skinner Tree  
*Creatures of the Wastelands:* Annual Tree; Mosquito, Great  
*Mutational Evolution:* None

**Ethereal Lakes** are some of the strangest results of the Cataclysm. They are filled with water that most creatures cannot interact with. A few fish and other aquatics adapted, or mutated, to the conditions, but most died off. Anyone entering an ethereal lake can breathe normally. The light is as if the lake was normal and the deeper one goes, the darker it gets. Many predators and some human communities find these traits useful for lairs and villages. The few things swimming about may not be enough to live on, but one can always leave to hunt. Terrestrial plants do not grow on the bottom because of something in the water, so farming non-aquatics is impossible.

*Mutant Future:* Fish, Giant Catfish; Men, Brigand  
*Creatures of the Wastelands:* Cyst Monster, Hound (any)



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*Mutational Evolution:* Hivedweller,  
Giant Yellowjacket

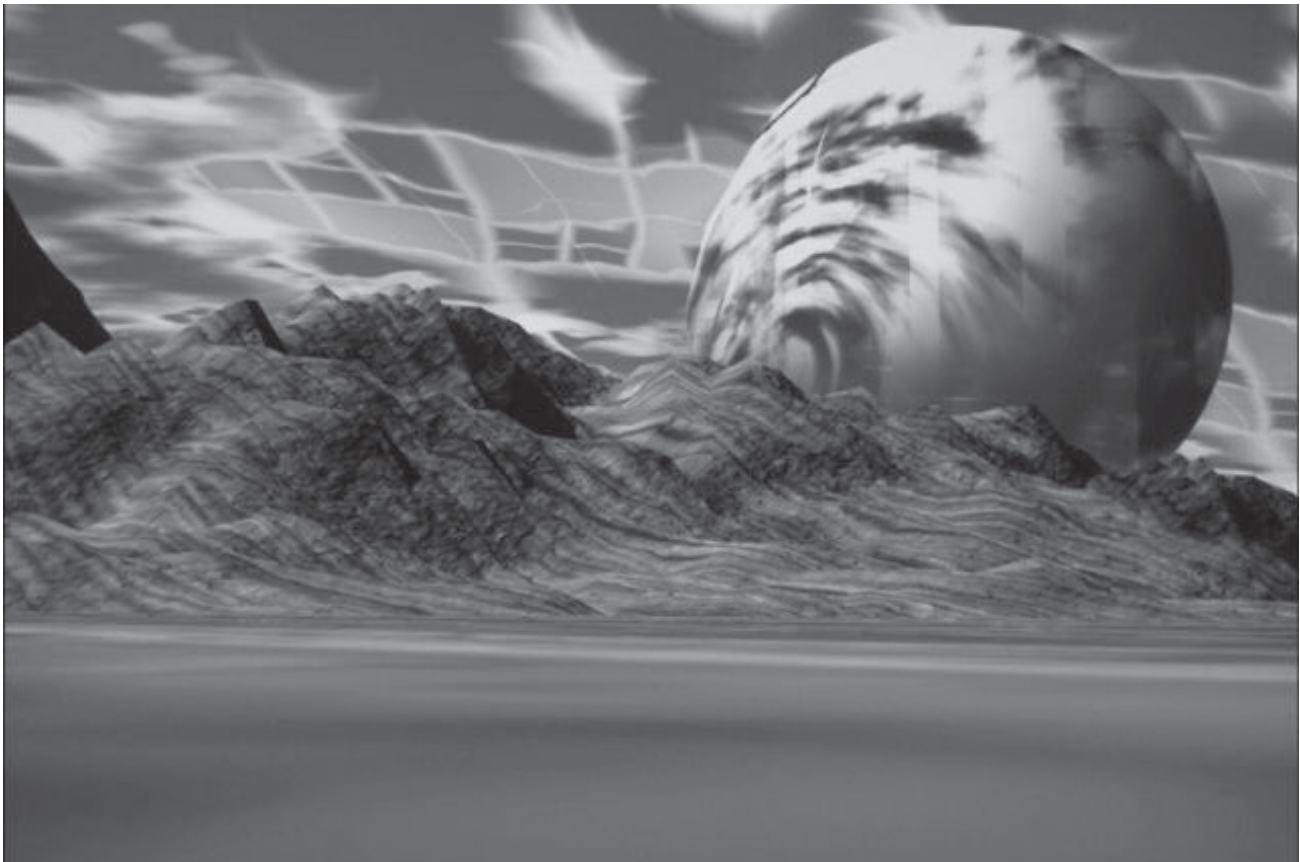
**Glass Canyons** are place where the bombs constantly went off and fused the soil into a massive block that was later shattered. Very little can survive in these places and those that do are generally fliers who use the canyons as safe places to nest. They have to leave to hunt or forage, but their nestlings are safe from anything that walks or crawls. If someone tries to walk through a glass canyon, he will take d4 points of damage per hour. This amount of time goes up or down, depending on the quality of armor the person is wearing.

*Mutant Future:* Accipitoid  
*Creatures of the Wastelands:* Ruin

Worm, Tiki

*Mutational Evolution:* Giant  
Yellowjacket, Ruin Dweller

**Gravity Spheres** are creations of the Elder People meant to be little planetoids that orbit within Earth's atmosphere. They have their own gravity and anything living on one will be found on the exterior surface. Nothing can burrow into one, although there are hatches that allow access to the machinery (if one has the keys). Many are now covered with water, as they have dipped low enough to collect it from lakes or oceans. All have odd effects on the weather, as they alter wind currents. Most are about one mile in diameter, although there are a few that are as large as five miles.



*Mutant Future*, *Creatures of the Wastelands*, and *Mutational Evolution*: extremely variable as it depends on the climate and where the sphere may have passed in the past.

**Gut Falls** are very weird animals. They are giant bladders that live on the faces of cliffs the world over (the name comes from looking like a water fall). Their interiors are very similar to a digestive tract, although there is much more than gut flora living within them. The acids and enzymes are very weak, but anyone not immune to acid will still take one point of damage per day. They survive on remains of kills brought in by predators, waste, and what little flesh they digest off their inhabitants. The stench is what keeps most creatures out and plants cannot survive the lightless interior. Some fungi have adapted in their place.

*Mutant Future*: Brain Lasher, Fishmen, Lobstrocity

*Creatures of the Wastelands*: Killer Forest/Demonic Garden; Rat, Wasp; Splat; Parasites

*Mutational Evolution*: Slimy Nettle

**High Energy Fields** are radiation but may not be of the kind that causes mutation. Artifacts are the only source of high energy fields and what little life survives in them tends to be very alien. High energy fields tend to, but not always, act like mountain ranges, rivers, or lakes in dividing plant and animal communities. If such a field was ever removed, both sides would likely attempt to colonize the other, as well as the area the field affected.

*Mutant Future*: Cockroachoid, Flame Plant, Gamma Wyrn

*Creatures of the Wastelands*: Flow Wood, Glow Pea, Ripper, Steel Daisy

*Mutational Evolution*: None

**Honeycomb Mountains** are the results of the Elder People cleaning the oceans. They are piles of plastic up to 3,000' high. Because they are soft enough, the mountains have been riddled with tunnels and chambers by burrowing creatures. There is little food on and in honeycomb mountains, so everything living in or on one must forage beyond the base.

*Mutant Future*: Ant, Giant; Bear, Cave; Brain Lasher, Mant

*Creatures of the Wastelands*: Groundswell (near base of mountain); Hog, Black; Rat, Chewer

*Mutational Evolution*: Mist Nettle, Martian Flytrap

**Inland Deltas** are created by rivers that never reach a lake or sea. Depending on the climate, they may be seasonal. In either case, they tend to be rich in life and are very similar to marshes and swamps. If soil pollution is great along the river, the delta will be toxic and may have little life.

*Mutant Future*: Boar, Hideous; Casteroid; Lizard, Giant Draco; Pod Plant

*Creatures of the Wastelands*: Red Raptor; Lumbricid; Grey Cattle; Dinosaur, Rooter

*Mutational Evolution*: Lake Wasp, Shore Raider

**Kaiju Lairs** are variable due to the shapes, sizes, and powers of their owners. Some may be surrounded by forests and others by wasteland. In



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most cases, there are many small creatures that survive in these places because their predators have been eaten or driven away.

*Mutant Future, Creatures of the Wastelands, and Mutational Evolution:* Variable, as it depends on the characteristic of the lair and on the kaiju and what mutations it may have.

**Lake Forests** are the result of mutant trees that grow on the bottom of shallow seas or lakes. They do not survive in fast-moving water, so they are not found in rivers. Forests cannot survive in deep water and the deepest known are in only 60' of water. Those with trees that emerge from the water are used by birds and other fliers for nesting and roosting. The trees, algae, and other plants that grow on them

are usually used as nurseries by larger aquatics, such as sharks and pike.

*Mutant Future:* Fishmen, Insect Swarm, Kelper, Lobstrocity

*Creatures of the Wastelands:* Arrow Worm, Giant; Bloater Crab; Crinoid; Mosquito, Great

*Mutational Evolution:* Lake Wasp, Siren, Lagoon Nettle

**Lakeless Lands** are places where the soil and rock are porous enough that the rain is absorbed and no stream, river, or lake can be found. There are a few places like this on Earth today. The Yucatan Peninsula is one such place and the only source of water there are sinkholes. Because of the lack of water, there will be a lot less larger creatures and more that can use plant life as their source of food and water.

*Mutant Future:* Ant, Giant; Mummy Vine, Spidergoat

*Creatures of the Wastelands:* Barf; Bison, Forest; Grey Cattle; Scale, Giant

*Mutational Evolution:* Feather Shrub, Glowing Feather Shrub

**Living Machine Ruins** may sound like an oxymoron but they are very real. These ruins of the Elder People are controlled by robots. They tend to be in better shape than most ruins, depending on the function of the robots that have survived the Cataclysm. Most do not like the living because of their involvement in the fall of civilization. Anyone captured in one of these ruins is usually composted for the parks or gardens. A few welcome biologicals and worship them, never allowing them to leave. A rare few do not pay any

attention to the living at all unless they cause damage.

*Mutant Future, Creatures of the Wastelands, and Mutational Evolution*: Variable, as it depends on the surrounding lands and the actions of the machines.

**Megatidal Zones** are places where tsunamis constantly slam the shore. Every few days, waves up to 200' tall break over the beaches. The only things that can survive are burrowers that live deep in the sand or rock.

*Mutant Future, Creatures of the Wastelands, and Mutational Evolution*: None from any of the books could survive here for very long. The Mutant Lord must design creatures to fill this niche.

**Megatrees** grow wider than tall. They are slow growers and take hundreds of years to get 500' in diameter and only 50' tall. The wood is tough but a few beetles and termites have evolved to consume it. For the most part, they do not cause the death of the tree. The hollows they create are colonized by larger creatures, including some people. Megatrees are also popular with epiphytes, plants that live on them but which are not parasites. Tropical forests are filled with them and now, because of excessive mutation, are found in great numbers in temperate and subarctic forests as well.

*Mutant Future*: Apemen; Bee, Giant Killer; Gamma Sloth; Men, Brigand  
*Creatures of the Wastelands*: Bee, Tiger; Blood Crow; Bubble Bug; Mazcar  
*Mutational Evolution*: Tree Borer,

Green Truffle, Puppetmaster (on epiphytes)

**Meteorite Fields** are usually natural and a possible source of metal. There are a few that are the result of many satellites that have tumbled from their orbits at the same time. Creatures living in either make use of the debris for nest construction, tools, weapons, or even food.

*Mutant Future, Creatures of the Wastelands, and Mutational Evolution*: As per the original habitat (e.g., meteorite fields in deserts have different creatures from those in forests or arctic lands).

**Mud Plains** are poisoned wastelands that should be marshes or swamps. Some mutants, artifacts, and radiation can create mud plains. They tend to be very large and the poisoned soil eventually reaches the ocean after killing rivers and lakes that flow beyond the point of origin. Radiation- or toxin-resistant species abound in these places and





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some may even have margins that look healthy and green, much to the sorrow of many who left their bones among the plants.

*Mutant Future:* None

*Creatures of the Wastelands:* Gunk Child

*Mutational Evolution:* None

**Planar Gates** are usually the result of mutants. They can be the source of anything the Mutant Lord can imagine. If a gate is held open for long enough, the surrounding lands may become warped or colonized by the most alien of creatures.

*Mutant Future, Creatures of the Wastelands, and Mutational Evolution:* Even more so than crashed starships and digital doors, planar gates can be the source of anything that can survive the laws of physics of the world of *Mutant Future*.

**Plastic Forests** were another use for waste drawn from the sea. Some cities wanted greenery without having to tend to it so they had forests made of plastic. The trees and other plants still exist, although some are partially – or totally – melted from the Cataclysm. Only rare mutants can eat plastic and they have yet to consume the forests or mountains.

*Mutant Future:* None

*Creatures of the Wastelands:* Hog, Black

*Mutational Evolution:* None

**Psychic Sand Beaches** radiate some emotion. Some draw life and others drive it away. In either case, the sand only does so if it is present in very large quantity, and a hand-

ful or even truck load of sand is not going to produce any effect. Shallow reefs may collect enough sand to emit emotions far out to sea.

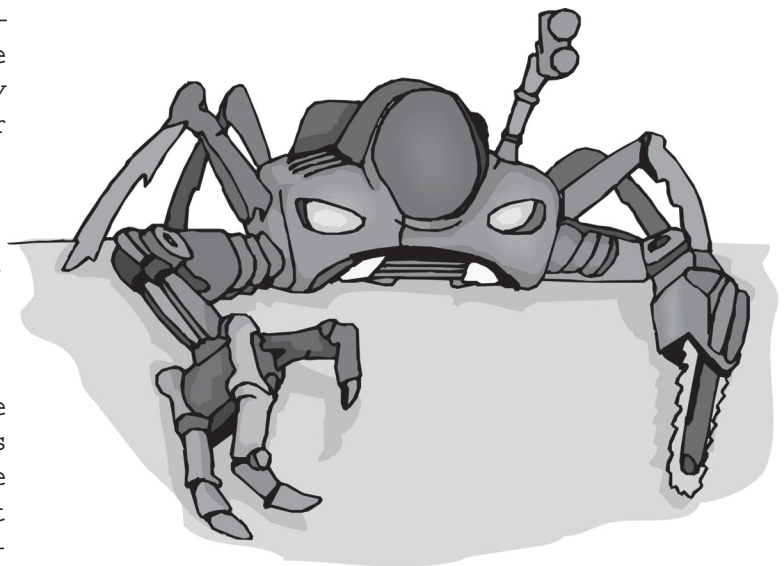
*Mutant Future, Creatures of the Wastelands, and Mutational Evolution:* variable as it depends on the surrounding lands as well as the original creatures found here.

**Robot Farms** can be a blessing or – much more likely – disaster for plants. If the robots see them as crops, they are tended to and have little to worry about – at least until they are harvested, processed, and packaged. Other plants are treated as weeds and exterminated. Animals, including humans, are driven off unless they have the correct credentials or paperwork to visit the farm.

*Mutant Future:* Androids, Robots

*Creatures of the Wastelands:* Death Thread, Grainstealer

*Mutational Evolution:* Mine Layer



**Shadowlands** were formed when something happened to the atmosphere. The cloud cover is so thick that no light can penetrate them. While the edges have plants that survive or prefer shade, normal plants cannot thrive in the central areas, which can be dozens of square miles and have very alien ecosystems. Fungi may survive in small areas but still need food, just like animals.

In some ways, shadowlands are like the deep oceans, but with no vents or food raining down from above. Lightning is very rare and, when it does occur, the life tends to go berserk or become paralyzed. Anyone bringing a light will experience the same reactions.

What does live in such areas is up to the Mutant Lord.

*Mutant Future, Creatures of the Wastelands, and Mutational Evolution:* Variable depending on the climate and terrain of the original land plus whatever has the chance to invade the shadowlands.

**Shifting Soil** is home to so many insects, worms, active fungi, and similar creatures that anything trying to cross may sink as if it was water. Predators that can walk across it because of huge feet have no trouble finding food, as it is just underneath them.

*Mutant Future, Creatures of the Wastelands, and Mutational Evolution:* There are no specialized creatures in any of the existing books that could survive here.

**Shrub Turtles** are kaiju that slowly move across the land. Their shells provide a surface for plants to colonize but, as there are few places

for water to collect, it is mostly desert vegetation.

*Mutant Future:* None

*Creatures of the Wastelands:* Bloody Lion

*Mutational Evolution:* Martian Flytrap

**Silk Islands** are the cast-off cocoons of kaiju moths. They float but the majority of their mass is below water, similar to an iceberg. The surface area of a silk island is astounding and there are many small creatures that live on it. Like any source of food, they draw larger, predatory creatures, including nomadic people who visit from time-to-time to hunt the fish and other aquatic creatures that are attracted to the area. Some cocoons are large enough to slow or even stop large boats and small ships, and the crews often have little time to free themselves before ending up on the menus of the resident denizens.

*Mutant Future:* Fishmen; Kelper; Octopus, Giant; Snake, Sea

*Creatures of the Wastelands:* Arrow Worm, Giant; Crinoid; Sea Net

*Mutational Evolution:* Wave Rider, Jellywasp, Green Wave

**Skeleton Galleries** are places where bones have been shaped into the forms of trees and other plants. It is not known if they are the work of the Elder People, microbes, or some unknown megamutant. People do not like them and some may emit emotions like psychic beaches. What does live here has to forage outside the gallery, as little grows in the shade of the bone trees.

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*Mutant Future:* Walking Dead  
*Creatures of the Wastelands:* Skel-  
etal Tar  
*Mutational Evolution:* None

**Time Fields** are the result of artifacts. In some, time speeds up and in the others, it slows down. Some people use some fields as places in which to hide. Many generations may pass before the survivors escape fast fields. Others use slow fields hoping that the future will be better than the present, and a few will still be there when the sun expands and consumes the planet. Fast fields may be a source of mutants – creatures that have entered, bred, and evolved over many generations inside them. Such creatures likely need food and water, of course, and small fields will not have enough resources for a sizable population and may even cause the death by dehydration or starvation of all who enter.

*Mutant Future, Creatures of the Wastelands, and Mutational Evolution:* variable depending on the original climate and terrain.

**Tropical Permafrost** is the result of some mutants or artifacts. The soil is frozen less than two feet below the surface. Animals and plants are very different from the surrounding lands and may have cold survival features, such as thick fur and very shallow roots, respectively. The one group of creatures that will not be found here is burrowers, as the soil is like concrete and surrounded by a much more suitable habitat. Most permafrost zones are found either in the arctic or the tropics. The latter is due how the mutants that create them

feed on heat. A few zones, those created by machines, may be found in temperate zones as well.

*Mutant Future:* There are no cold-adapted tropical creatures in this book.

*Creatures of the Wastelands:* Sunflower

*Mutational Evolution:* Arctic Shrub, Rime Hunter

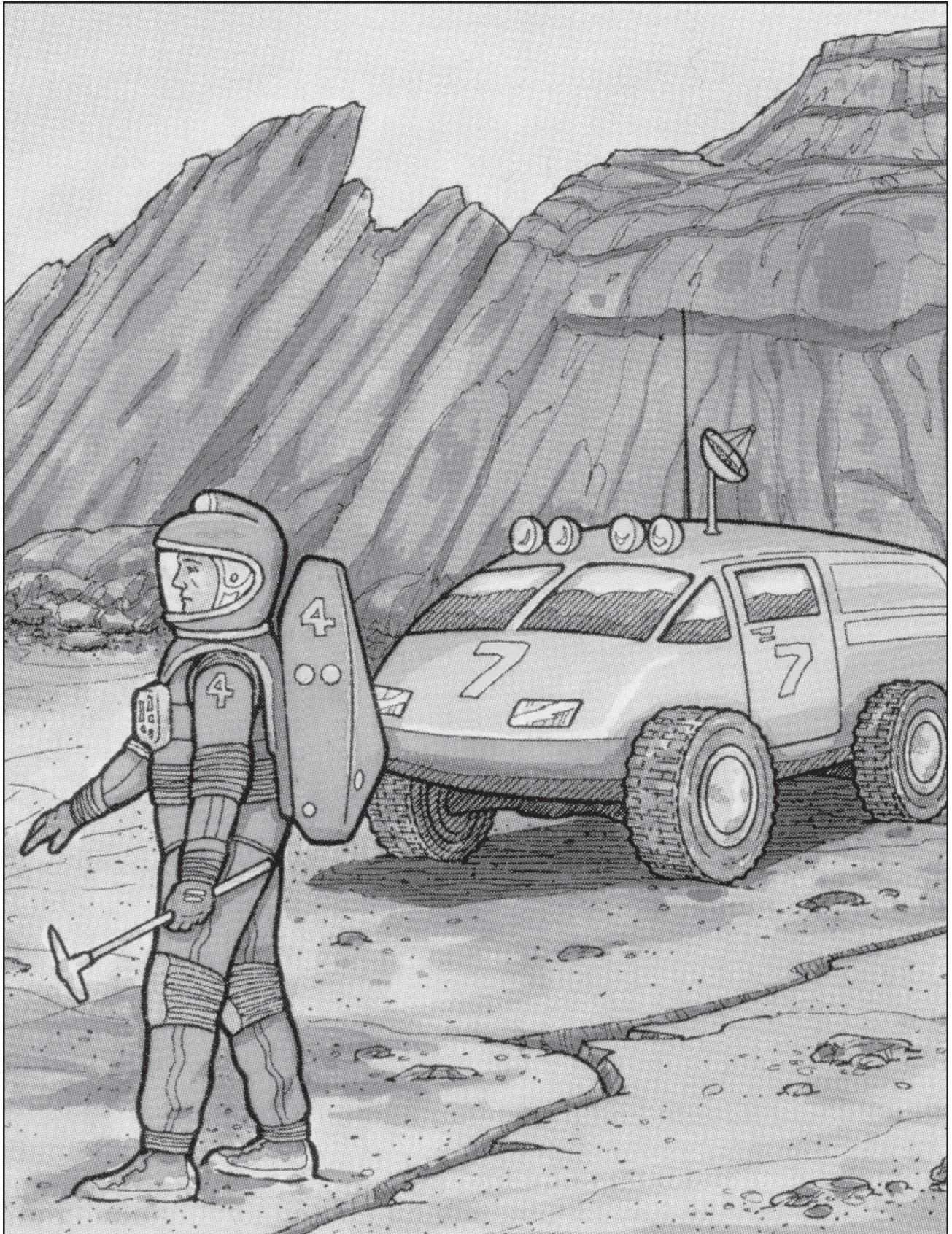
**Twig Plains** are places where trees grow to just a few inches high. This may be due to pollution, mutation, or something alien. Visitors that expect to find tiny versions of plants and animals among the tiny trees are sadly mistaken when a full-sized tiger eats them. There are some small creatures, but that has to do with their diet of tiny trees rather than any shrinking effect.

*Mutant Future:* Cat, Tiger, and whatever lives in the surrounding lands  
*Creatures of the Wastelands:* Walkingstick, Giant Wasp, Shrubkiller  
*Mutational Evolution:* Pebble

**Underground Canals** were created by the Elder People to move goods without leaving a mark on the surface. Most were vacuum tunnels that have subsequently been flooded but a few were always filled with water. Not much lives in them, but some species use underground canals as a way to get to different bodies of water.

*Mutant Future:* Fishmen  
*Creatures of the Wastelands:* None  
*Mutational Evolution:* None







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**C**reatures of the Wastelands: Habitats is devoted to some of the possible environments and locations that might exist in a post-apocalyptic campaign setting and how they can be used in role-playing games in general and Goblinoid Games' *Mutant Future* in particular.

Life being what it is, most of these locations have since been colonized by a variety of mutant and non-mutant life forms. Following each of the 44 described locations is a list of up to four creatures each from three different books, the *Mutant Future* core rulebook, and Skirmisher Publishing LLC's *Creatures of the Wastelands* and *Creatures of the Wastelands: Mutational Evolution*, both licensed supplements to *Mutant Future*.

*Creatures of the Wastelands: Habitats* is fully compatible with *Mutant Future*, as well as *Labyrinth Lord* and other games that use the familiar and easy-to-use "Basic D&D" rules introduced in the 1980s.

Author Derek Holland is an invertebrate zoologist who has brought his extensive training and experience from the field to this and other books in the *Creatures of the Wastelands* series of supplements to the *Mutant Future* role-playing game.

This book is fully bookmarked and designed to be printer-friendly and easy-to-use and includes low-resolution screen-friendly and high-resolution printer-friendly versions of both its cover surfaces and interior pages.

